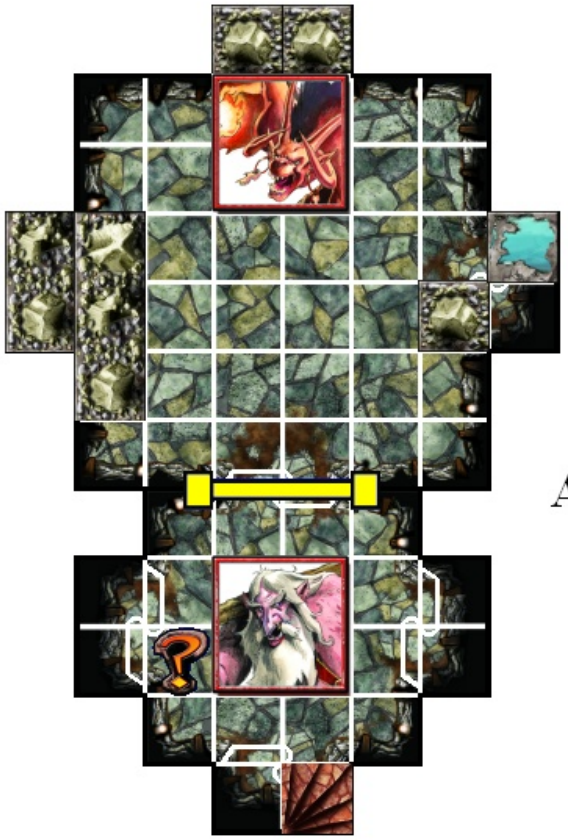
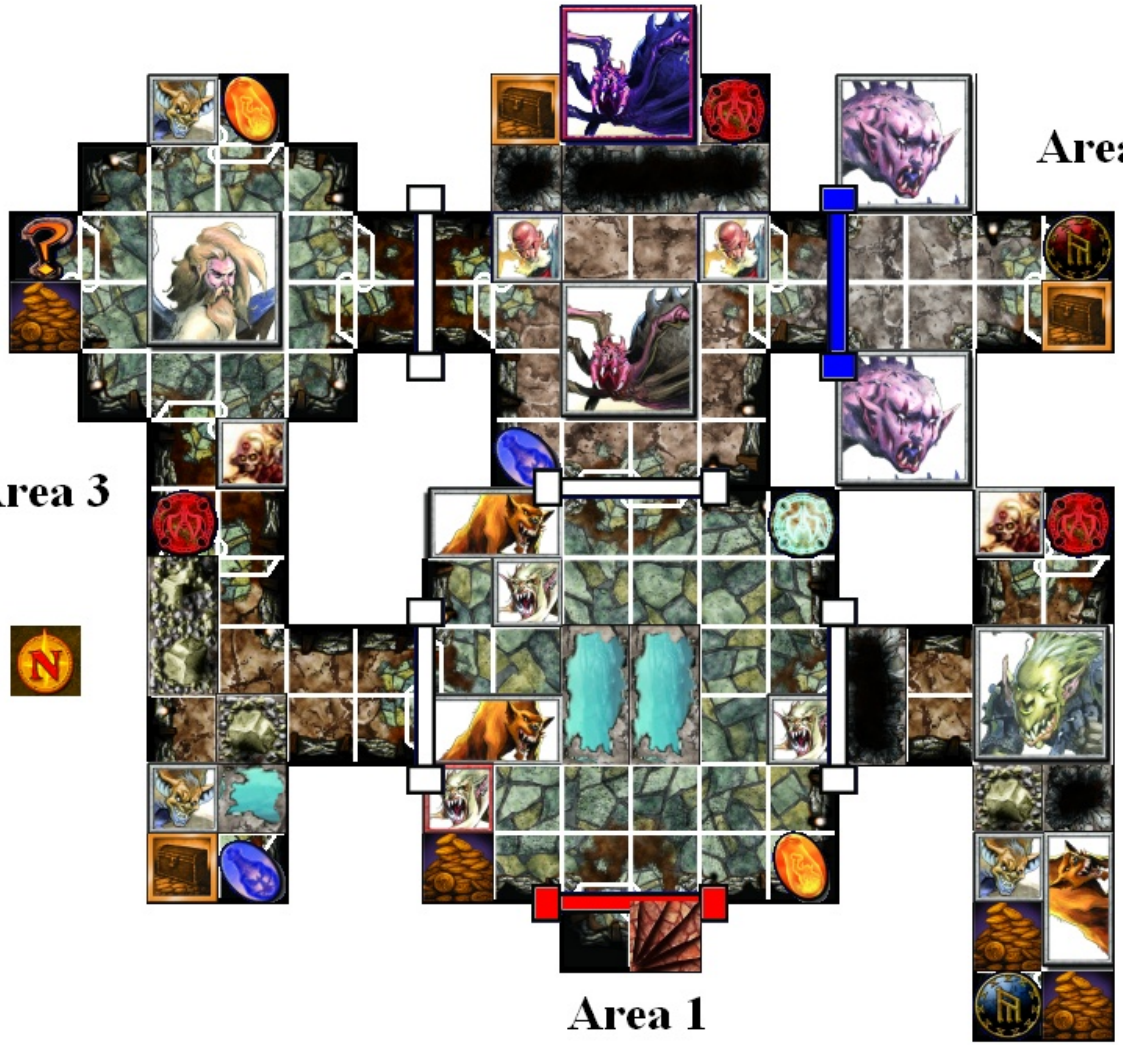
Copper Chest 1	2 Conquest Token, 100 Gold, 1 Copper Treasure
Copper Chest 2	2 Curses, 2 Copper Treasures
Copper Chest 3	2 Conquest Token, 1 Copper Treasure

Final Area



Area 6 "The Iron Knight"

Area 4



Area 5

Area 3

Area 2

Area 1

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Fan Created Scenario.

The Last Fight Of The Iron Knight

By Obstacle Kid

Quest Background

"We are doomed...!"-"I don`t want to die...!"-"Drakkas will destroy us...run for your lives...run!"-this is only a small choice of cries that some people are shouting as they run away from a giant and building-crushing Demon who seemed to be enjoying it a lot. You are taking cover into an old but well structured building as you where accompanied by the sounds of screaming people and trembling buildings in the great City of Shafiras. You are in front of Horgas-Merchant-House which lies in the center of the city, near the great "Monolith Of Hope". You must use a spezial Glyph that will transport you to a secret underground lab. You got the amulett, which opens the glyph, from an old man who told you an unbelievable story before he died of his previously receifed wounds:
"...Take this amulett with you...you are our last hope to safe the City from Drakkas...(cough cough gasp)...go to Horgas and ask him for the "Spezial Glyph"...(gasp)...tell him that Grachus Kolbus has sent you and show him the amulett...the Glyph will teleport you to my secret lab...find the "Activation Key" which opens a special locked door. There you can enter the interiour of the Monolith...(cough cough)... you will find a secret weapon which I constructed to defend the city...I call it "The Iron Knight"...I had to leave my lab because I had a fatal accident with one of my "Dimensonal-Gate-Experiments"...a great number of ugly monsters were crawling out of it so take care..." and with a last cough he died.
After he died you looked in each others faces and thought "Why is it always us who get the easy tasks?".

Quest Goals

Your goal is to activate the "Iron Knight" so that it can stop "Drakkas The Destroyer" before he razes the whole city to the ground. Before you can activate it, you must walk across the secret lab and find the entrance to its secret dwelling and the "Activation Key" to start it up and keep it running. You start the game with 5 Conquest Token. If you can activate some Glyphs that Grachus used to get back to the city, all the better. If you ever run out of Conquest Token before you can prepare the "Iron Knight", or you lose the last fight against "Drakas", you lose the game and the City of Shafiras will be erased from the world map.

Area 1

As you enter the lab through the special Glyph you can see a strange machinery in the middle of the room. The machine is totaly wrecked and a strange glowing grease drops constantly on the floor. You can see a important looking door on the south wall of the room. It is obvious that the door has a special closing device. As you draw your weapons to face the dangers that lie ahead, a bunch of strange creatures are making a mess with the rest of the interiour.

Area 2

This small storage room is filled with all kinds of equipment and mechanical devices. A fierce Oger has converted this room into some kind of "Kings-Personal-Treasure-Chamber". He is not pleased about your arrival because you don`t have applied an audience.

Area 3

This chamber is filled with tools, benches, machines and all kinds of metall-things. A complicated shaped clockwork key catches your eyes as you walk forward to get rid of a Manticore which prepares to defend it`s hunting ground.

If a hero ends his movement on the "?" read the following text:

You take the strange looking key from the bench. After a closer look you can interpret some strange runes into the words "IRON KNIGHT ACTIVATION KEY".

The heroes are know in the position of the "Activation Key".
Give them the "Yellow Rune Key".

Area 4

This room was used as a forge were Grachus made his steelplates, gears, springs and all kinds of other materials. The fires are extincted and the steel materials are corroded. Two sorcerers are whistling for their giant spider pets as you enter with your weapons prepared.

Area 5

Papers, blueprints and lots of books are distriputed all over the place. This was the place were Grachus invented all his devices. On a great desk lies an oversized Rune Key and a small Trasure Chest stands beside it. Now the room is used as a breeding nest for two giant Nagas.

Area 6

An astonishing view is revealed as you reach the end of the stairs. A huge steel armor, in the shape of a human knight, stands in the middle of this chamber. The chamber is the inner life of the great "Monolith Of Hope" which stands in the middle of the city. You can hear crushing buildings, screams and unholy growls from outside this place. A rack makes it`s way to the top of the giant armor.

Fan Created Scenario.
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If a hero ends his turn on the "?" and the heroes are in the possesion of the "Activation Key" read the following text:

As you reach the top of the "Iron Knight" you can see a strange shaped keyhole on the left side of the head. You put the "Activation Key" out of your poket and plug it into the slot. The backside of the helm opens with a creaking sound. Lots of levers, gears and buttons are constructed into the cockpit. Everybody takes a seat in front of some different operation places. You don`t know how or why you can instantly understand the function of all the control panels of this machine but after you pushed a great button with the word "START" on it, a sealed gate opens itself up and realeses you into the brightness.

Take the hero figures from the board, open the "Yellow Rune Door", reveal Area 7 and read the Flavor Text.

All heroes are required to operate the "Iron Knight". The heroes are know controling the Master Giant together.

Stats: The "Iron Knight" has the same statistics like a Master Giant except:
Health 17, No Stun Ability, Damage +2

This is a All-Or-Nothing-Fight.
The heroes can alter the statistics with their remaining "Conquest Token":
+ 1 Power Die (max. 5) = 1 Conquest Token
+ 1 Movement Point = 3 Conquest Token

If a hero ends his turn on the "?" and the heroes are NOT in the possesion of the "Activation Key" read the following text:

As you reach the top of the Iron Knight you can see a strange shaped keyhole on the left side of the head. It seems that you need the right key if you want to exceed further.

Area 7

Drakkas has reached the marketplace and stands in front of the "Monolith Of Hope" as you step forward to face him for the final battle. Will you save the people of Shafiras from "Drakkas The Destroyer" or will it be the last fight of the "Iron Knight"?-Fate will decide!

Drakkas "The Destroyer" has the same statistics like a Master Demon except:
Health 17

The heroes gain 4 Conquest Tokens if they defeat Drakkas.
If they lose the fight, they lose the game.

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